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Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

- 1. DO NOT return your defective game to the retailer.
- 2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
- 3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

Majesco Sales, Inc. 160 Raritan Center Parkway (Suite 1) Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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INTRODUCTION

- 3...Beads of sweat form on your forehead under the blistering desert heat.
- 2...Your quad vibrates under you as you rev its engines.
- 1...Your breathing becomes rapid and shallow in anticipation for...

GO! Hit the gas and leave nothing but sand in your wake!

Race across the dunes and go from checkpoint to checkpoint to be the first one across the finish line. But be careful. You have more than just the perils of the desert to look out for! Dangerous land mines are all over this ex-military testing ground. Hit one, and you'll lose precious time.



GETTING STARTED

- Making sure your Game Boy® Advance System power switch is set to **OFF**; plug the **QUAD Desert Fury**™ Game Pak into the Game Boy® Advance System.
- Turn on the Game Boy® Advance System. In a few moments, the *Title Screen* should appear.
- 3 Press START to display the Game Option Screen.

Important Note: If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)

RACING MODES

On the *Game Option Screen*, you can choose to race in either **Quick Race Mode** or **Challenge Mode**.

Quick Race Mode:

In Quick Race Mode you can race on any track in any order.

Challenge Mode:

- In Challenge Mode, you must compete on each track in a specific order.
 - Press RIGHT or LEFT on the Control Pad to highlight either Option.
 - Press the A Button to select the desired Option.





TRACK SELECTION

On the *Track Selection Screen*, you can choose which off-road course to compete on.

- · Press RIGHT or LEFT on the Control Pad to cycle through the course list.
- · Press the A Button to select the desired course.
- Press the B Button to return to the Game Option Screen.







CONTROLS

USE THE FOLLOWING

L Button

Causes the camera to pan to the left

Control Pad

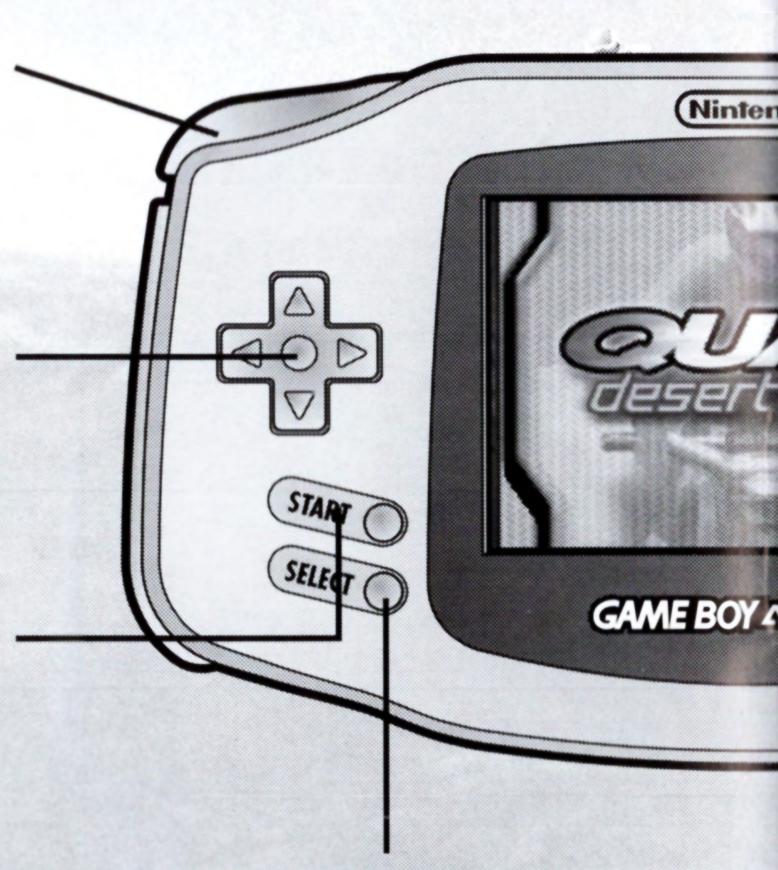
LEFT: Steer your ATV towards the left RIGHT: Steer your ATV towards the right

UP: Accelerates your ATV

DOWN: Moves your ATV in reverse

START

Pressing **Start** pauses the game and displays the **Pause Menu**. Select "**Continue**" to return to the game, "**Music on/off**" to toggle the background music on or off, or "**Quit**" to exit the current race and return to the **Title Screen**.

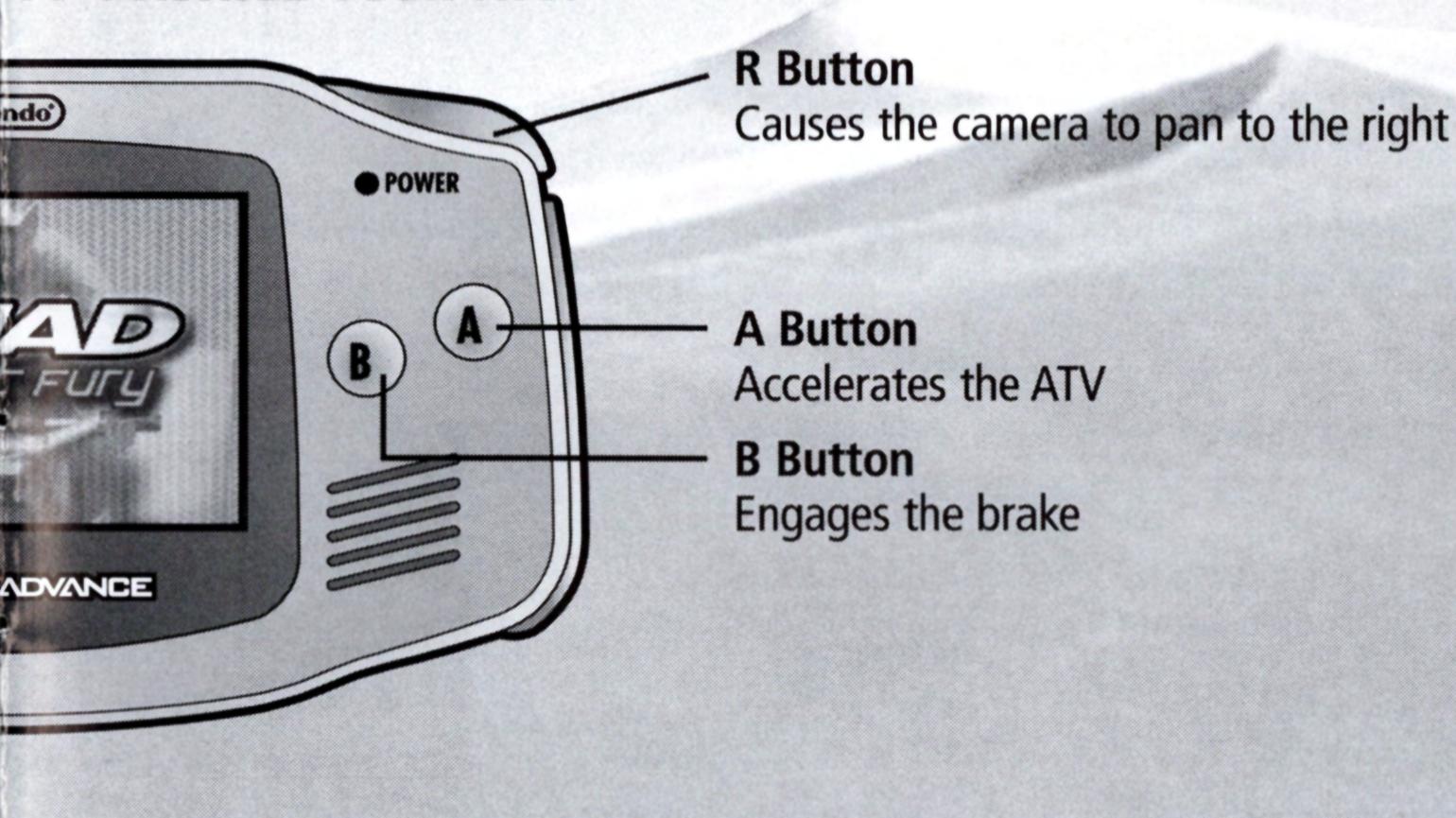


SELECT

Toggles the camera position between a close and far view



TO CONTROL YOUR ATV:



THE STARTING LINE

When the *Racing Screen* appears, all racers will be positioned at the starting line. Your ATV will appear just below the countdown timer. When the timer reaches zero, the race will begin.

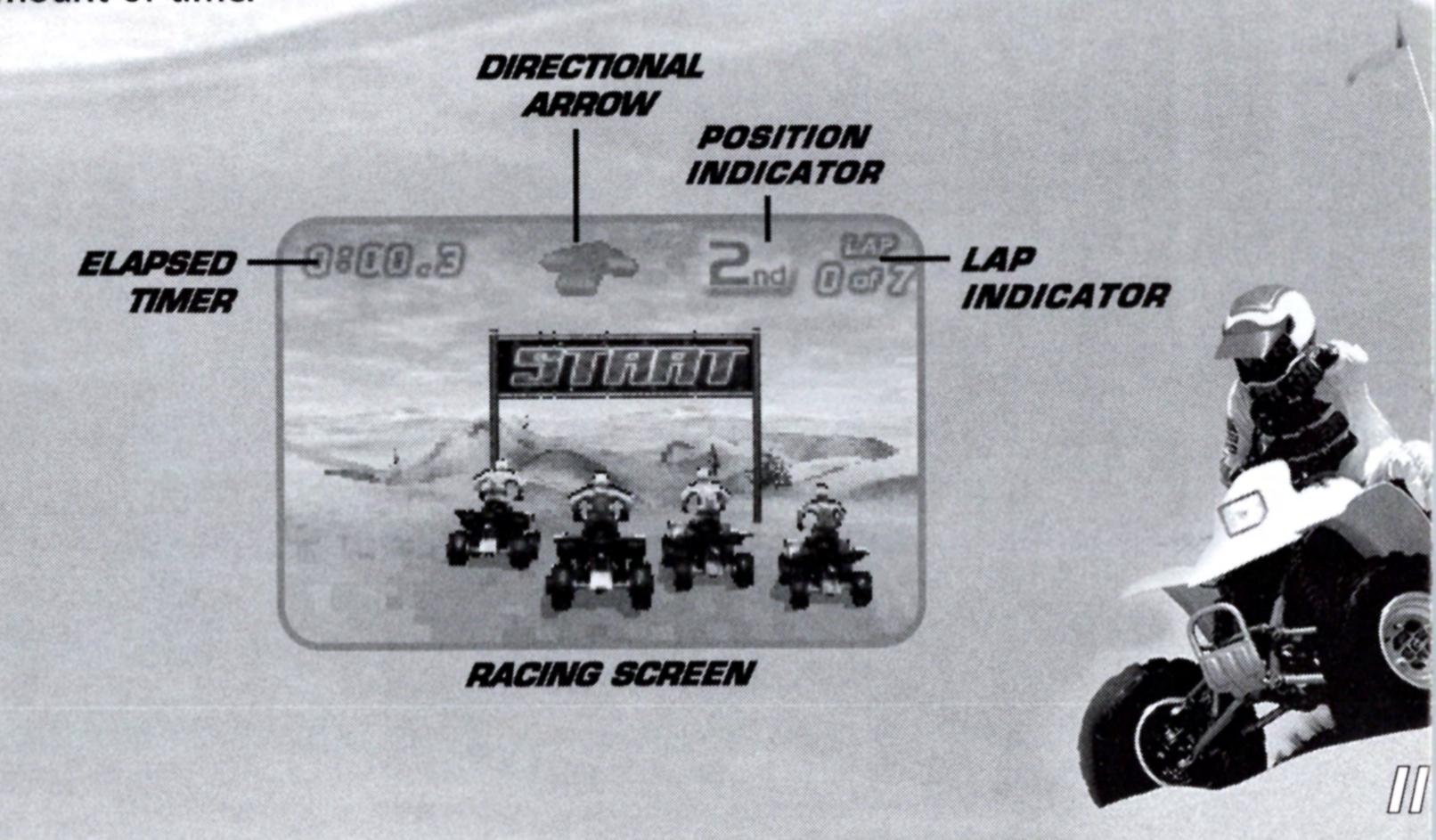
In order to successfully complete a race, you must drive through every checkpoint in order, while avoiding obstacles and others racers.

The following information is displayed on the screen:

- Elapsed Timer: this number indicates the amount of time you have been racing on the current course.
- Directional Arrow: indicates the direction you must drive to get to the next checkpoint.
- Position Indicator: displays your position in the race. This number will change as your position in the race changes.
- Lap Indicator: indicates the current lap, as well as the number of laps in the current race.

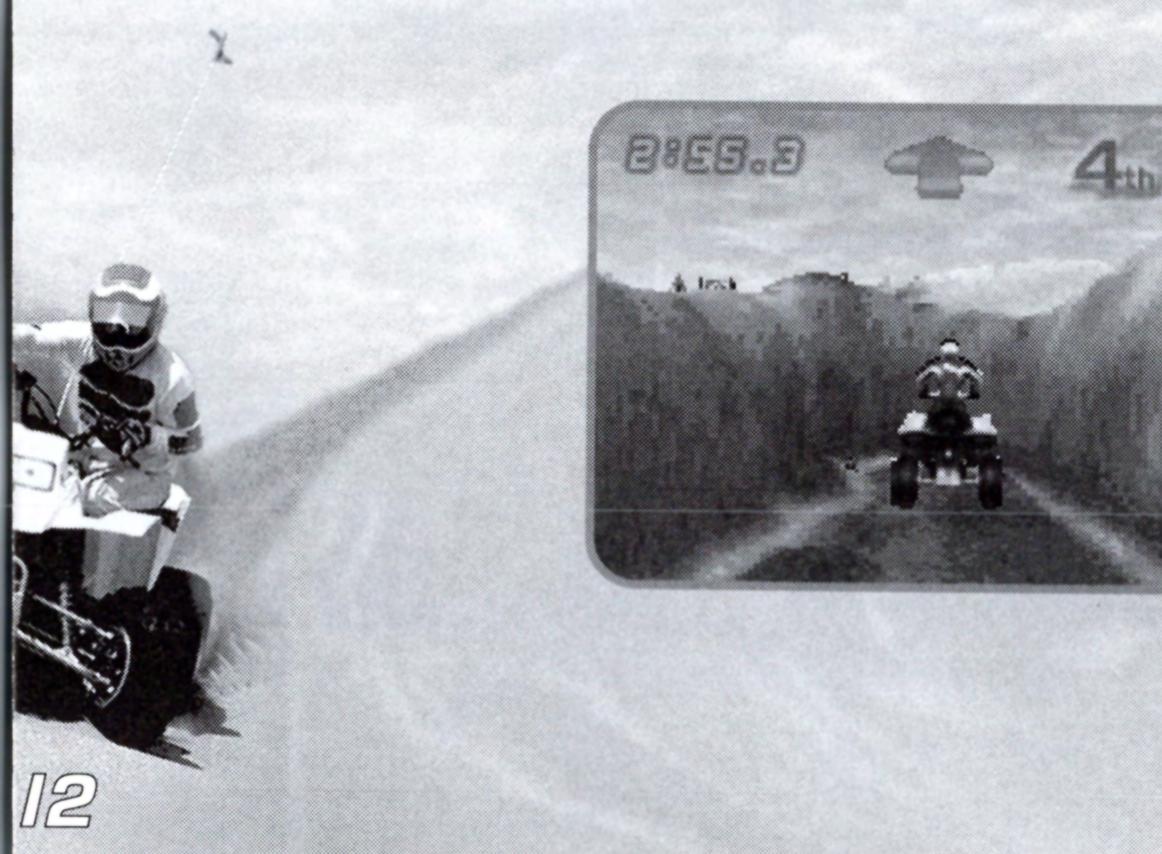


While racing, avoid obstacles such as bushes, water, and cacti, as well as other ATVs. Bumping into these will cost you precious time, or maybe even the race itself! Also, avoid Land Mines, as these will cause you to lose the most amount of time.



THE FIMISH LIME

In *Challenge Mode*, at the successful completion of a race, your racing elapsed time will be displayed. If you came in first place, you will move on to the next track. If you did not place first, you will have two more chances to compete on the same track.



TRACK ITEMS

While racing, you will find various objects scattered on the track to either help or hinder your progress. These include:

Gas Can



Colliding with this object will cause your ATV to have a burst of speed for a few moments.

Land Mine



Avoid this half-buried unexploded bomb at all costs. Colliding with it will cause you to lose valuable time.

GAME PLAY TIPS

- Follow the green arrow to locate checkpoints
- · Don't stay on the track, go off-roading to reach checkpoints
- Use nitro pick-ups to stay ahead of the competition
- Avoid land mines and obstacles
- Ye Hold back on the directional pad to perform jumps over hills







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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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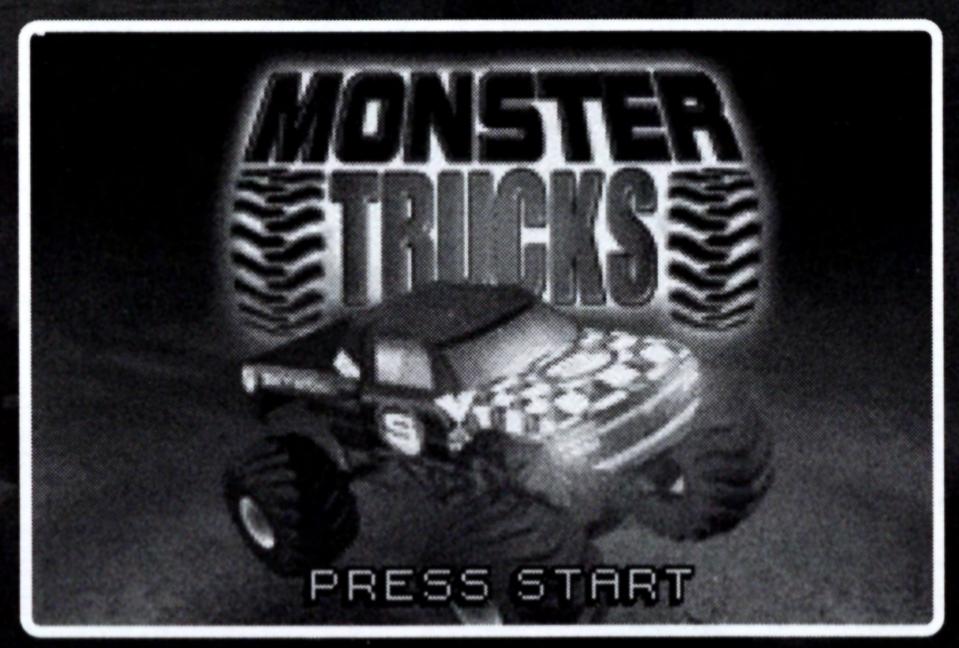
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Introduction

Welcome monster truck fans! Get ready to start crushing cars and kicking up some major dirt. You'll have to pay your dues before you can get to the big time and make some serious dough. Strap on your helmet, get your finger on the nitrous release and get ready to do some damage!



L BUTTON Nitrous Boost

CONTROL PAD UP

Nose truck down when airborne

CONTROL PAD LEFT

Turn left / Level off truck when airborne

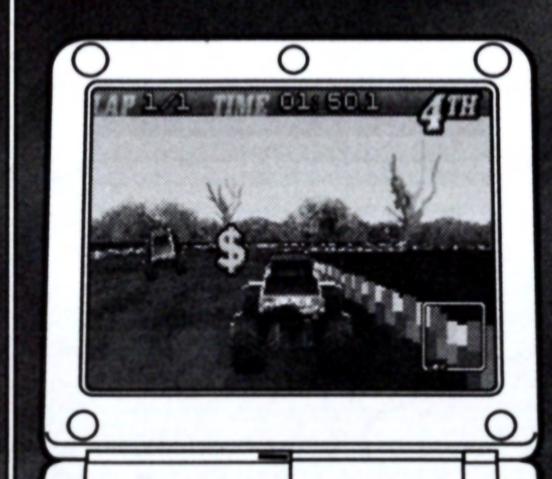
CONTROL PAD DOWN

Reverse

CONTROL PAD RIGHT

Turn right / Level off truck when airborne

Controls



0

R BUTTON

Emergency brake for sharper turns

A BUTTON Gas

B BUTTON Brake

Zoom Out/ In Camera View

START Pause Menu

Main Menu

After starting the game, the Main Menu screen will appear. Choose from Quick Game and Career Mode.

Quick Game

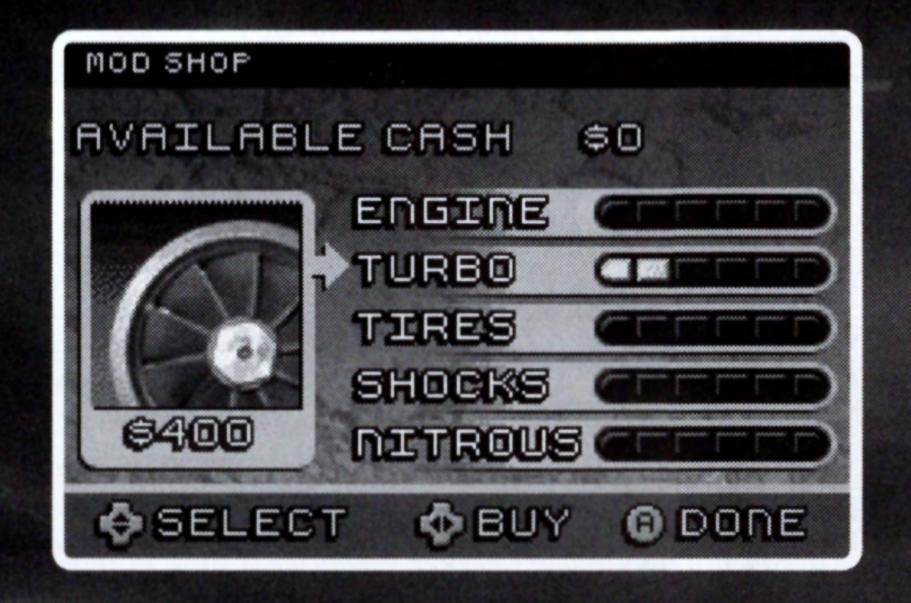
Quick racing action! Just select your track and then you're on your way.

Career Mode

Ten races of pure, high-octane excitement await you. This is your main Career Mode where you'll need to place first or second to advance, get paid and buy upgrades for your truck.

Upgrades

Your monster truck has four different attributes that you can increase by purchasing upgrades after winning first or second place in a race. You can also purchase nitrous. You will be granted money before your first race to purchase up to two upgrades of your choice to give you a jump-start.



Engine: Increase your truck's maximum speed in a race.

Turbo: Increase the acceleration of the truck.

Tires: Increase the truck's traction and control.

Shocks: Improve how well the truck handles rough terrain.

Nitrous: Gives you a strong burst of speed.

Winning Money

For each 1st or 2nd place finish you'll win a certain amount of money depending on the track difficulty. Each one is worth \$20. You can also accumulate extra money by picking up the dollar signs on the track.





Locations

SWAMPLAND — The first area to hone your skills as a monster truck racer. Some dips and muddy areas but nothing a trooper like you can't handle!

COOKS COUNTY ARENA — The first of four arenas. This one is smaller than the rest but has a few ramp jumps and a row of smashed up cars.

AMERICAN RACEWAY — A larger arena with a simulated bog area and cars to crush.

ORANGE COUNTY RACEGROUNDS — A large and difficult track with lots of dips and hills, a bog at the end and four sets of automobiles to smash through. The opponents here are mean and so are the fans.

CHAMPION RACEWAY — This indoor track has everything but the kitchen sink thrown in. The opponents are ruthless but the payoff is big: CHAMPION MT RACER!

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